

## **Amendments to the Claims**

This listing of claims will replace all prior versions, and listings, of claims in the application.

### **Listing of Claims**

1. (Currently Amended) In a computer system having a processor, memory, and data storage subsystems, a computer generated graphical user interface for accepting user input commands comprising:

a first area containing a compact listing plurality of menu items, the first area further comprising:

an operating system section consisting of commonly accessed operating system specific items and a single menu item expanding access to all other operating system specific items; and

an application program section consisting of commonly accessed application program specific items and a single menu item expanding access to all other application program specific items,

wherein the operating system section is grouped completely separately from the application program section; and

~~wherein said menu items comprise a first section consisting of operating system specific menu items grouped separately from a second section consisting of application program specific menu items; and~~

a second area that includes an icon selected from a set of icons based on the location of a pointer relative to the menu item;

wherein the first and second areas do not overlap; and

wherein the graphical user interface is part of an operating system shell.

2. (Original) The computer generated graphical user interface of claim 1 wherein the first area is a start menu.

3. (Original) The computer generated graphical user interface of claim 2 wherein the icon is an animated icon.

4. (Previously Presented) The computer generated graphical user interface of claim 3 wherein the animated icon appears as hovering over at least a portion of the second area.

5. (Original) The computer generated graphical user interface of claim 3 wherein the animated icon is three-dimensional in appearance.

6. (Currently Amended) The computer generated graphical user interface of claim 4, wherein the hovering of the animated icon comprises a three-dimensional appearing object located in the operating system shell ~~namespace~~.

7. (Original) The computer generated graphical user interface of claim 4 wherein the animated icon further appears reflected in the start menu to give a further three-dimensional hovering effect.

8. (Original) The computer generated graphical user interface of claim 7 wherein the animated icon appears as rocking from side-to-side.

9. (Previously Presented) The computer generated graphical user interface of claim 7 wherein the animated icon rotates based on the movement of the pointer.

10. (Original) The computer generated graphical user interface of claim 3 wherein the animated icon is contextually related to an item in the start menu over which the pointer is located.

11. (Original) The computer generated graphical user interface of claim 10 wherein the contextually related animated icon provides an indication of an action that will occur if the menu item is selected.

12. (Original) The computer generated graphical user interface of claim 2 wherein the icon is located immediately adjacent to the start menu.

13. (Currently Amended) A method of providing visual feedback in a graphical user interface having a menu comprising a compact listing ~~plurality~~ of displayed menu items, each menu item being associated with an icon different in appearance from the associated menu item, comprising the steps of:

receiving a first user input that causes a pointer to be located over a menu item of an operating system section, the operating system section consisting of commonly accessed operating system specific items and a single menu item expanding access to all other operating system specific items;

in response to the first user input, displaying in a distinct area of the graphical user interface the icon associated with that operating system specific menu item;

receiving a second user input that causes a pointer to be located over a menu item of an application program section, the application program section consisting of commonly accessed application program specific items and a single menu item expanding access to all other application program specific items; and  
in response to the second user input, displaying in another distinct area of the graphical user interface the icon associated with that application program specific menu item; wherein:

~~wherein~~ the distinct area remains in a fixed position relative to the pointer;

~~wherein~~ the distinct area does not overlap the menu item; ~~and~~

~~wherein~~ the graphical user interface is part of an operating system shell;

the icon provides an indication of an action that will occur if the displayed menu item is selected; and

the operating system section is grouped completely separately from the application program section.

14. (Original) The method of claim 13 wherein the icon is an animated icon.

15. (Original) The method of claim 14 wherein the menu is a start menu.

16. (Currently Amended) The method of claim 15 wherein the animated icon is contextually related to ~~[[its]]~~ the animated icon's associated menu item in the start menu.

17. (Original) The method of claim 14 wherein the displaying step further comprises:

an introduction animation element that causes the animated icon to move and flip;

a looping animation; and

an ending animation that changes the icon back to its original appearance.

18. (Currently Amended) The method of claim 14 wherein the animated icon is a predefined object type in a [[the]] shell namespace, wherein the shell namespace organizes a file system of the operating system shell into a single tree-structured hierarchy.

19. (Currently Amended) One or more computer-readable storage media having computer readable instructions embodied thereon that, when executed by a computing device, perform a method of providing visual feedback in a graphical user interface, the method comprising:

providing a menu, comprising a compact listing ~~plurality~~ of displayed menu items, wherein each of the displayed menu items is associated with an icon located apart from the associated displayed menu item, the menu further comprising:

an operating system section consisting of commonly accessed operating system specific items and a single menu item expanding access to all other operating system specific items; and

an application program section consisting of commonly accessed application program specific items and a single menu item expanding access to all other application program specific items,

wherein the operating system section is grouped completely separately from the application program section;

receiving user input that causes a pointer to be located over one of the displayed menu items; ~~said one of the displayed menu items comprising a first section consisting of operating system specific menu items grouped separately from a second section consisting of application program specific menu items; and~~

in response to the user input, displaying the icon associated with that displayed menu item in a distinct area of the graphical user interface;

wherein the distinct area does not overlap the displayed menu item; and

wherein the graphical user interface is part of an operating system shell.

20. (Currently Amended) The computer readable storage media ~~medium~~ of claim 19 wherein the icon is an animated icon.

21. (Currently Amended) The computer readable storage media ~~medium~~ of claim 20 wherein the menu is a start menu.

22. (Currently Amended) The computer readable storage media ~~medium~~ of claim 21 wherein the animated icon is contextually related to the animated icon's ~~[[its]]~~ associated menu item in the start menu.

23. (Currently Amended) The computer readable storage media ~~medium~~ of claim 20 [[19]] wherein the displaying step further comprises:

an introduction animation element that causes the animated icon to move and flip;

a looping animation; and

an ending animation that changes the icon back to its original appearance.

24. (Currently Amended) The computer readable storage media ~~medium~~ of claim 20 wherein the animated icon is a predefined object type in the operating system shell namespace.

25-29. (Cancelled)

30. (Currently Amended) One or more computer readable storage media containing computer readable instructions embodied thereon for providing, as part of an operating system shell, a computer generated graphical user interface for accepting user input commands, said graphical user interface comprising:

a pointer for selecting menu items and icons;

a start menu divided into a compact listing ~~plurality~~ of discrete sections, a first section consisting of commonly accessed operating system specific menu items and a single menu item expanding access to all other operating system specific items, the first section grouped separately from a second section consisting of commonly accessed application program specific menu items and a single menu item expanding access to all other application program specific items; and

an animated three-dimensional appearing icon that moves side-to-side so that a user can see the edges rotating, and the icon changes appearance based on the menu item over which the pointer is located, wherein the animated three-dimensional appearing icon is displayed in a different, non-overlapping discrete section from the corresponding menu item; [[and]]

wherein the animated three-dimensional appearing icon provides an animated indication of a first action that will occur if a first menu item is selected, and further morphs into a second appearance when the pointer moves over a second menu item to provide an animated indication of a second action that will occur if the second menu item is selected ~~appearance of the animated three-dimensional icon is contextually related to the operating system specific function called by selecting the menu item.~~

31. (Previously Presented) The computer readable storage media of claim 30 wherein the side-to-side movement of the three-dimensional appearing icon is determined in real-time in response to a movement of the pointer.